

Lunaria Crest Art

ART PORTFOLIO & COLLECTION







Hi! I'm Luna

I'm a creative designer and illustrator who loves bringing ideas to life through color, storytelling, and thoughtful design. I've worked with a digital agency and as a freelancer, handling everything from branding and web design to social media visuals and illustration projects.

I'm passionate about creating work that feels alive—whether it's a logo with personality, a website that tells a story, or an illustration that captures a moment. I enjoy blending creativity and strategy to make designs that not only look good but connect with people.

When I'm not designing, you'll probably find me experimenting with new art styles, learning something random, or losing track of time in a creative project.



Taletha

Meet Taletha — a clever thief and mentor figure from the unreleased novel “The Shard of Reflections.”

She’s the main character’s partner-in-crime and was brought to life through this experimental piece.

For this artwork, I reimagined her look by researching medieval fashion and mixing it with fantasy elements to match her bold, mischievous nature. I also used this project to explore a semi-realistic style, painting instead of lineart and using warm sunset tones to make the composition more vibrant and attention-grabbing.

This piece marked my first step toward a painterly style that I plan to refine and develop further in future works.

The Glitch Sequences

This cover illustration was created for the unreleased novel "The Glitch Sequences." The author came to me with a strong concept, and I translated it into a moody, cinematic scene that fits the story's tone—a ruined futuristic city recovering from an alien invasion.

I built the color palette around the author's favorite hues, balancing them with complementary tones to create strong visual contrast while leaving open space for title text. The minimal, silhouette-based background style allowed me to highlight the story's atmosphere and narrative tension without overcrowding the composition.

The final piece achieved exactly what we aimed for: a striking, story-driven cover that connects visually and emotionally with the novel's theme.



D&D Character Art

This piece was one of my most detailed projects to date—a Dungeons & Dragons commission featuring a complex character design set in an equally rich environment. It pushed both my technical and creative limits, teaching me valuable lessons about workflow and composition.

The process involved balancing intricate details while keeping the mood and lighting cohesive with the background. Through experimentation, I learned to simplify my layer structure and prioritize the environment early on, since it sets the tone and color harmony for the entire piece.

The final artwork became one of my most refined and versatile pieces, designed to hold up beautifully even at large resolutions while keeping a strong narrative and visual balance.





Calen's Parents

These two characters come from "The Shard of Reflections," the same universe as Taletha. Calen's father, a powerful shard bearer, meets a tragic end while protecting his family. His mother, though ordinary by comparison, shares his strength of heart—her final act mirrors his own, sacrificing herself to save their son.

When illustrating them, my goal was to highlight their bond and contrasting personalities through design and color. I chose a flatter palette to focus on the expressive linework, adding subtle touches of soft shading for warmth and realism. The saturated hues bring a "lively" charm to the scene, emphasizing their humanity amid the story's darker tone.

This piece remains one of my personal favorites, especially because of the color harmony and emotional storytelling that shaped its final look.



The Little Explorer

This illustration was created for a children's book set in a futuristic, sci-fi world. The story follows a curious young adventurer who dreams of exploring the unknown, inspired by his love for dinosaurs and discovery.

I designed the main character from the ground up, focusing on a balance between charm and curiosity. His wide eyes, warm color palette, and expressive posture were crafted to connect emotionally with young readers while keeping a polished, professional finish.

The scene captures a key moment from the story – his first encounter with futuristic technology – combining childlike wonder with sleek, imaginative world-building.







Checklist

- ☒ Kill gods
- ☒ Eat noodles
- ☒ Sleep



Final Fantasy 14 Summoner

This commissioned wallpaper features a Final Fantasy XIV character and their summon, designed to capture a magical, ethereal atmosphere. The focus was on dynamic lighting and soft, radiant effects to emphasize the bond between the summoner and their creature.

I aimed for a painterly yet crisp rendering style that balances fantasy energy with warmth and detail. The glowing forest environment and ambient particles were used to create a sense of motion and wonder, keeping the scene visually alive while maintaining harmony between character and background.

The Legendary F Rank

This series of covers was one of my earliest professional projects and remains especially meaningful to me. It marked the first time I experimented with detailed backgrounds and storytelling through color. Inspired by anime-style compositions and rich, saturated palettes, I aimed to create dynamic visuals that would capture the tone of the story while staying cohesive across all three designs.

Each illustration corresponds to a key moment from the *Legendary F Rank* web novel, following the main character through different environments and emotional stages. The mix of cell shading and light texturing added depth and contrast, while maintaining clarity when viewed as thumbnails on the WebNovel platform.





Every cover presented a new challenge. The first, originally planned as a sunset scene, evolved into a night setting after testing showed the warm background overpowered the character. I inverted the palette, transferring the gold tones to the character's sword instead—creating stronger visual focus.

The second piece involved extensive architectural research, as it required traditional Chinese-style structures to match the novel's Wuxia elements. For the third, I explored creature design for the first time and quickly learned that rendering fur was far trickier than anticipated, reacting unpredictably under lighting and motion.



This commission was a huge learning milestone, blending experimentation, feedback, and adaptation. It not only strengthened my confidence in color theory and background design but also taught me the value of iteration in creative growth. To conclude the project, I designed a set of matching character stickers as an extension of the novel's world—tying the entire collection together with a consistent aesthetic.





Power Rangers

I was commissioned to create a Power Rangers-themed thumbnail featuring twelve characters for a client's YouTube channel. The project required multiple sketches, compositional planning, and individual full-body illustrations to allow layout flexibility. I focused on maintaining color harmony by using cooler tones and subtle shading to keep the scene cohesive.

Each character was drawn at A3 size and 300 DPI to ensure print-ready quality and future reusability.

Balancing twelve figures in one frame challenged my composition and lighting skills, but the result became a valuable exercise in teamwork, precision, and maintaining individuality across multiple designs.



Curious About Pricing?

Prices can vary depending on the project's complexity and desired style. Mostly because of this, my prices are negotiable. I work comfortably across a wide range of art styles—from painterly semi-realism and anime-inspired pieces to chibi and clean 2D flat/vector illustrations—so I adapt to whatever best fits your vision.

The final cost depends on several factors, such as the number of characters, whether a background is included, the level of detail in clothing or armor, and whether the piece is a portrait, half-body, or full-body composition. For a general idea of pricing ranges, please refer to the table below.





SKETCH

LINEART

RENDERED

PORTRAIT

€15

€35

€50

HALF-BODY

€25

€40

€70

FULL-BODY

€35

€60

€90

BACKGROUND

€25

€45

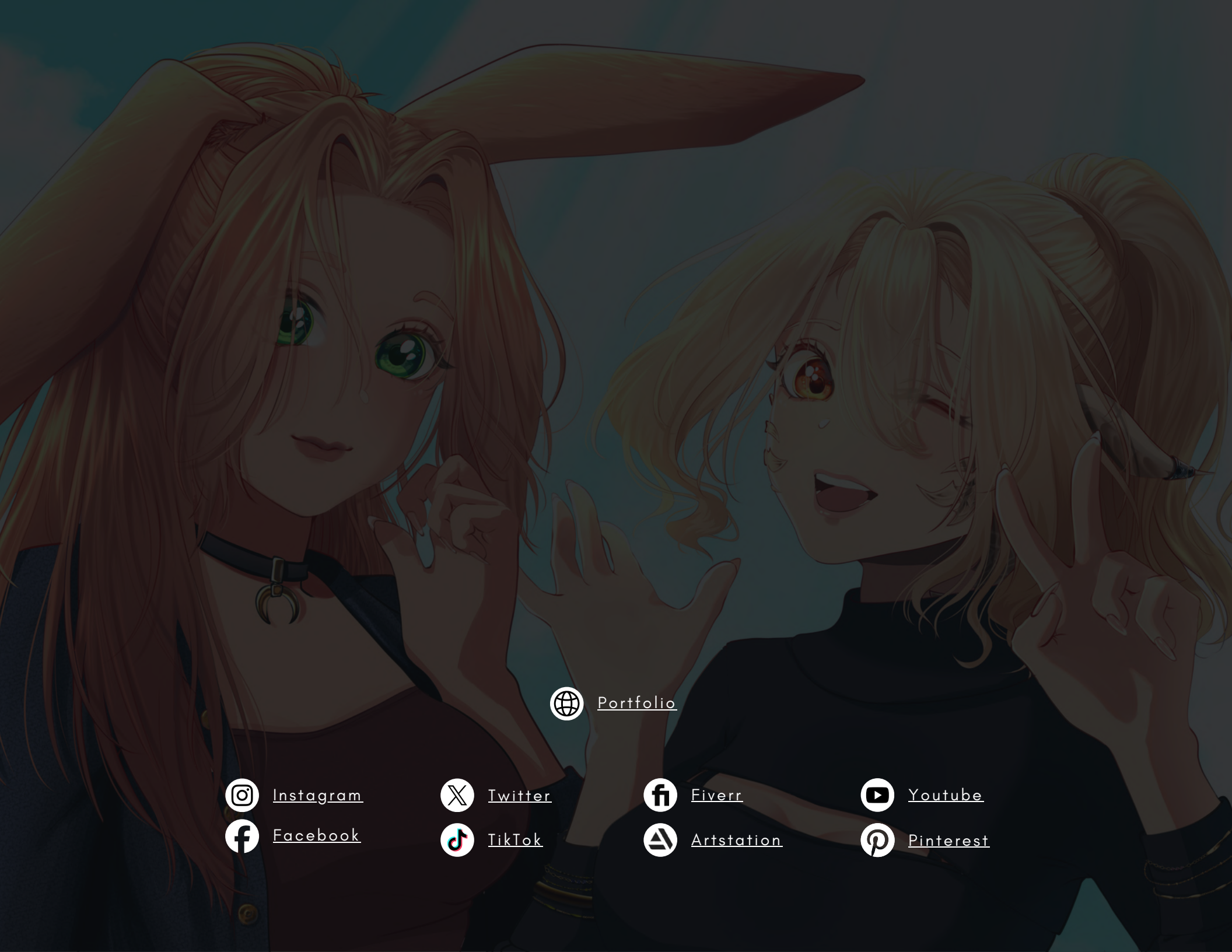
€80

DETAILING

€5

€10

€15



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